NARCO POLICE

LOADING INSTRUCTIONS

SPECTRUM 48K +
1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
2. Rewind the tape the beginning.
3. Adjust the volume to 3/4 of the maximum.
4. Type LOAD and press ENTER.
5. Press PLAY on the cassette.
6. The program will load automatically.
7. If is fails to do so, repeat the operation at a different volume.

SPECTRUM +2, +3
1. Select option 48 BASIC with the cursor and press ENTER.
2. Then Follow the SPECTRUM 48K instructions (remember that the volume has already been adjusted in the +2).

SPECTRUM DISK
1. Connect the SPECTRUM +3.
2. Insert the disk.
3. Select the loader option.
4. Press ENTER.
5. The program will load automatically.

AMSTRAD CPC 464
1. Rewind the tape to the beginning.
2. Press the CTRL and ENTER keys simultaneously and PLAY on the cassette.
3. The program will load automatically.

AMSTRAD CPC 664-6128
1. Type | TAPE and press RETURN (the | is typed by pressing SHIFT and @ simultaneously).
2. Then follow the CPC 464 instructions.

AMSTRAD CPC DISK.
1. Switch on the diskette drive.
2. Switch on the Amstrad.
3. Insert the diskette in the drive.
4. Type | CPM and press RETURN (The | is typed by pressing SHIFT and @ simultaneously).
5. The program will load automatically.

COMMODORE 64
1. Make sure the cassette cable is connected, to the COMMODORE.
2. Rewind the tape to the beginning.
3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
4. The program will load automatically.

COMMODORE 128
1. Select MODE 64 typing GO 64 pressing RETURN.

2. Then follow the COMMODORE 64 instructions.

COMMODRE 64 DISK
1. Make sure the diskette drive is connected to the mains.
2. Insert the diskette in the drive.
3. Type LOAD " * ", 8, 1 and press RETURN.
4. The program will load automatically.

COMMODRE 128 DISK
1. Select MODE 64 by typing GO 64 and pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

MSX - MSX 2
1. Connect the cassette cable as indicated in the manual.
2. Rewind the tape to the beginning.
3. Type LOAD "CAS:", R and press ENTER.
4. Press PLAY on the cassette.
5. The program will load automatically.

MSX DISK
1. Connect the MSX.
2. Insert the disk.
3. Press the RESET button.
4. Keep the CRTL key pressed until the menu appears.
5. The program will load automatically.

PC
1. Insert the disk in unit "A".
2. Connect the computer.
3. The program will load automatically.

ATARI ST.
1. Connect the Atari ST.
2. Insert the disk.
3. Press the RESET button.
4. The program will load automatically.

AMIGA
1. Connect the Amiga.
2. Insert the disk.
3. The program will load automatically.

INSTRUCTIONS FOR COMMODORE CARTRIDGE VERSION
1. By moving the joystick down the action stops, alloving you to control the computer motions.
2. Select options by using the joystick to move the cursor up or down and shooting the desired option.

NARCO POLICE

In 2003, when over one fifth of the world population is addicted to narcotics, the power of drug dealers has grown beyond limit. Because of this all the nations have handed over their two best policemen to form an antidrug elite corps: the NARCO POLICE (NP).
5 years of training and preparation is about to reach its culmination. The target is the neuralgic operations centre of the drug dealers, a place where the major part of the world drug supply is processed. Special agents of the NP have obtained priceless information about this place, known as the "Narco Processing Centre" (NPC), located on an island near the coast of Colombia. One last fact: the drug dealers have invested 500 million dollars in their security.

THE MISSION.

Key name: AMBAR.
Objetive: The Central Processing Laboratory (C.P.L.).
The island where the laboratory is located has been transformed into a fortress by the organisation of drug dealers. It is made up of an intricate network of tunnels that communicate with the Central Processing Laboratory, the true nucleus of the complex. According to the demolition experts, that is where the explosive charges should be placed in order to destroy such a huge structure (see Annex 1). Surveillance rests on numerous and precise security systems, with armed patrols and electronic vigilance systems that will obstruct any intervention (see Annex 2).

OPTIONS.

1. BEGIN MISSION.

Once you have selected weaponry and entry tunnel you can begin your mission. If you choose this option before selecting the weapons and tunnel you will begin with a predefined selection of both.

2. SELECTION OF WEAPONS.

To change the preselected weapons all you have to do is indicate with the icon the group you want to supply weapons to and then start adding and removing as many weapons as you wish, provided that the final weight does not exceed the maximum allowance per group (500 lb.).
The equipment available for the mission is the following:

1. 12 Caliber Magnum Cartridges, 35 g. Subammunition (4 units).
Chosen as standard ammunition for its power and reliability, during the mission they will be one of your main fighting elements;
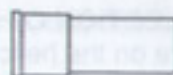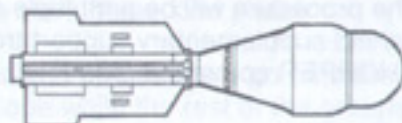
2. 12 Caliber AA-1 Explosive Cartridges. Similar to the former but with a very high destructive power;
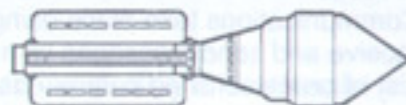
3. T-71 50 mm Mini Missiles with Standard Expansive Warheads.
This is a medium power missile. You will need three of them to destroy the reinforced doors;

4. T-72 50 mm Laser Guided Mini Missiles with Perforating Warheads. Their guidance system by laser added to its greater penetration potential make it the most destructive of your missiles;

5. T-73 50 mm Fragmentation Warhead Mini Missiles. The numerous minuscule fragments that form the warhead make this the best weapon for combat in really "hot" zones;

6. Thor M2 Demolition Equipment with C-4a Advanced Plastic Explosives. The explosive charges you carry are essential to destroy the C.P.L. You should avoid wasting them, using them only when it´s absolutely vital;
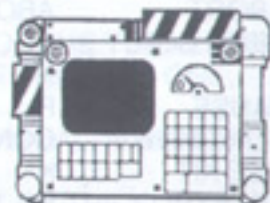
7. MP 607m consiting of: "Little Pig" Multifunction Gun, 12 Caliber Semiautomatic Shotgun, 50 mm Class T Mini Missile Launcher. You can depend completely on this multiple weapon. Its reduced weight and reliability are amazing.
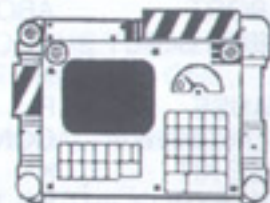
8. Medical Kit. A semiautomatic device for the reestablishment of vital functions. Should the NP you are commanding need it, activate this medical system to replenish him;

9. Multi-Purpose Exchange System Unit (Teleport). This is very important, an absolute ust for the reception of outside help; don´t forget to activate it if you wish to receive support troops. Although this is a very heavy element, without it you would be totally isolated.
10. Bullet Proof Vest. Made of kevlar and carbon fibre, resistant to high impact projectiles. It will protect you from falling under the enemy fire.

3. SELECTION OF TUNNEL.

You are on the helicopter right before disembarking. Choose the entry tunnel with the helicopter icon. There are preselected entrances: if you want to change them use the icon to indicate the group and leave it at whichever entrance you wish.

THE GAME.

The procedure will be a multiple attack, forming three squadrons of five men each, leaving behind supplementary support troops- you can get information about them by using the CHOPPER command (see P.I.U. commands).

1. P.I.U.

Communications take place using the Personal Intercom Unit (P.I.U.), that will allow you to receive and send messages with the regulatory mini-keyboard.
List of preestablished commands to communicate using the P.I.U.:

COMMAND	ABREV.	FUNCTION
GROUP 1	G1	CONTROLS GROUP ONE.
GROUP 2	G2	CONTROLS GROUP TWO.
GROUP 3	G3	CONTROLS GROUP THREE.
MISSILE 1	M1	LAUNCHES A T-71 MISSILE.
MISSILE 2	M2	LAUNCHES A T-72 MISSILE.
MISSILE 3	M3	LAUNCHES AT- 73 MISSILE.
DIR	DIR	LIST OF POSSIBLE COMMANDS.
CHOPPER	C	GENERAL STATUS SCREEN.
ABORT	ABORT	ABANDONS MISSION
SEND COP	SC	SEND A SOLDIER FROM THE SUPPORT TROOPS TO THE TUNNEL.
PAUSE	P	STOPS THE ACTION.
CONTINUE	CONT	RESUMES THE ACTION.
USE KIT	K	FAST CURING MEDICAL SYSTEM.
SETEXPLO	SE	SETS EXPLOSIVES WITH REGRESSIVE COUNDOWN TO BE DETONATED.
TELEPORT	T	ACTIVATES THE TELEPORT, ESSENTIAL TO RECEIVE SUPPORT.
LOGIN	LI	TO CONNECT WITH A TERMINAL (see Terminal Systems).
GOAHEAD	G O	TO PROCEED ON TO SECOND PHASE.

When the mission is unfolding you will receive plenty of information on the screen of your

P.I.U., so you can keep tabs on the fighting conditions, enemies in the zone, distress signals from other groups and many other communiqués.

Once the final door has been destroyed you should advance through the tunnel until you reach the first function, and from that point the computer will allow you access with the GOAHEAD command.

If a group has reached the door at the end of the phase, you can proceed by using the GOAHEAD command or change groups making sure the other groups reach their corresponding end of phase doors, and that way they all can start the second phase together.

If a group types in the GOAHEAD command, the others, if able to proceed, will go onto the next phase at the same time; if not the group will advance alone while the rest of the groups remain in the earlier phase and out of the mission.

2. TERMINAL SYSTEMS.

You will find several terminals inside the tunnels. Their purpose, according to confidential reports, is the D.C.D. (Defensive Crusade Deactivation), making it possible to deactivate from a terminal the defensive systems located in other tunnels.

COMMANDS	ABREV.	FUNCTION.
LOG OFF	L	DISCONNECTS PLAYER FROM THE TERMINAL.
DIR	DIR	GIVES A LIST OF POSSIBLE COMMANDS.
DEACT CAMERAS	DC	DEACTIVATES CAMERAS IN ANOTHER TUNNEL.
DEACT GUNS	DG	DEACTIVATES AUTOMATIC MACHINE-GUNS IN ANOTHER TUNNEL.
OPEN DOOR	O	OPENS THE FINAL DOOR OF THE TUNNEL OR INTERMEDIATE DOORS OF ANOTHER ONE, ALWAYS THE SAME ONE.
STATUS	S	INDICATES NUMBER OF CASUALTIES AMONG ENEMY SOLDIERS.
MAP	M	SHOWS MAP OF THE PART OF THE TUNNEL YOU ARE IN.

APPENDIX 1.

The network of tunnels consists of five independent structures that lead to the central complex, the main objective of the raid.

We are informed that there are reinforced doors in the tunnels making up the defensive crusade system. This data should be sufficient to deactivate the doors of the tunnel with terminals on the other side.

The map shown with this commentary was stolen from the headquarters of the drug dealers

PACIFIC OCEAN
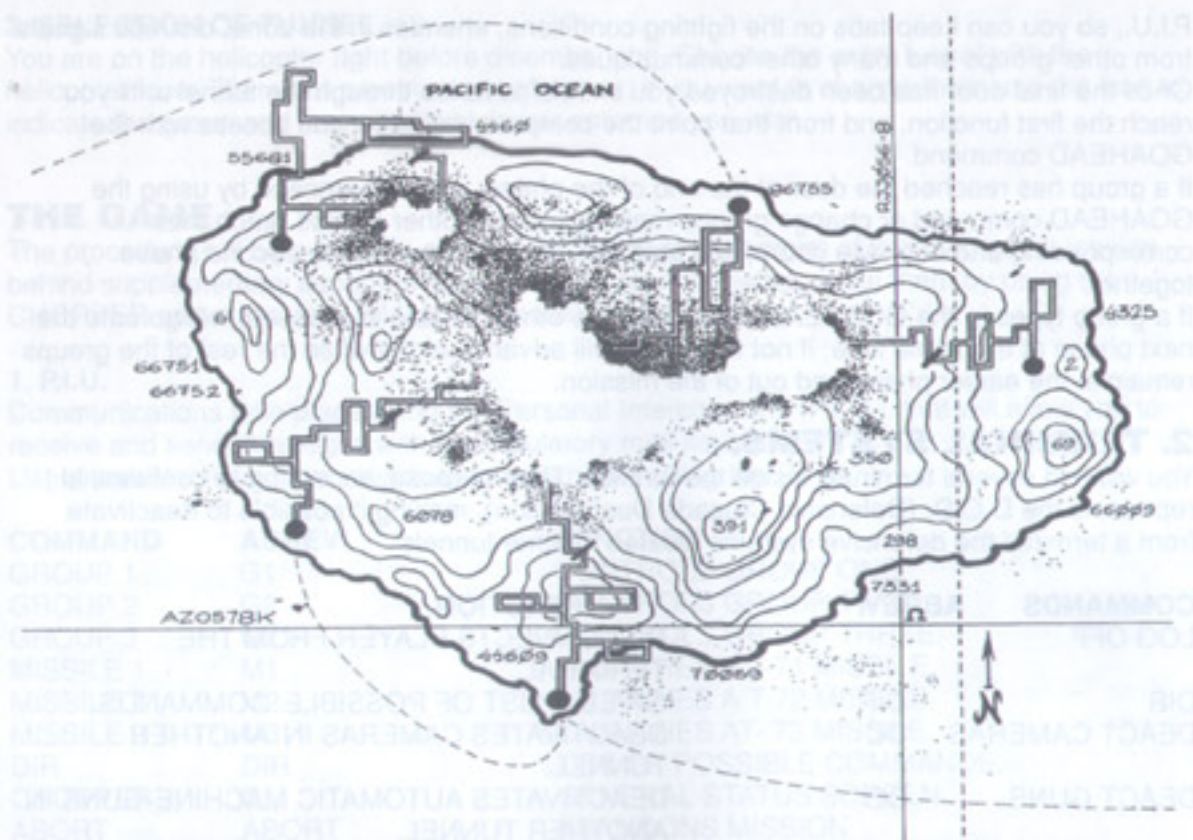
in the Middle East, where they were planning to construct an exact replica of the "Ambar" base. Unfortunately the central part of the map was destroyed.

The complex is devided into two parts with specific features in their construction. To construct the first level natural tunnels were followed. The second section was built from scratch, with huge beams and several types of metallic reinforcements.

ANNEX 2.

1. FIRST PHASE: the troops in charge of security within the complex follow regular patrol patterns. Study their movements carefully and you will be able to resolve their attacks in the best possible way.

At the end of the first phase you will encounter an armoured tank equipped with two powerful rocket-launchers. It will spill its entire load of rockets so save your weapons and men for the occasion.
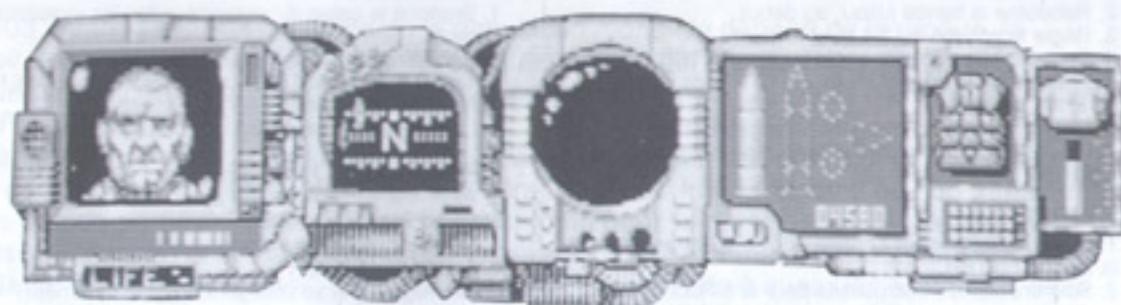
2. SECOND PHASE: the enemies you have to face in this phase are the special guards protecting the laboratory, most of whom are ex-soldiers, mercenaries and first rate body-

SUPERIOR OFFICER   BULLET-PROOF VEST

EXPLOSIVES INDICATOR   MEDICAL KIT

ENERGY   AMMUNITION TYPE   LEVEL

COMPASS   CANTIDAD.

guards. Armed with automatic weapons of amazing firing potential, they will be a hard trial for your reflexes.

You will also fight against guards with portable rocket-launchers and high caliber sawn-off rifles. After this you will meet the biggest challenge of the entire mission.

DESIGN TEAM.
AMIGA, ATARI ST, PC, C64,
AMSTRAD, SPECTRUM &
MSX:
IRON BYTE (Juan Arias,
Ramiro Arias, Ricardo Arias,
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Galucci, Juan Gaspar,
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PRODUCED by Víctor Ruiz
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